



# YOUR LEAGUES' MOST VALUABLE PLAYER.

LEAGUEMASTER—FOR FAST ACCURATE RECORDS.

## NOW LEAGUE PLAY CAN BE MORE PROFITABLE THAN EVER.

LeagueMaster™ is the remarkable new computer that can transform a tedious chore into a profitable operation—from the very beginning. With LeagueMaster, you can make league record keeping more efficient, faster, and more accurate. And best of all, LeagueMaster will produce a profit for your bowling center.

### BOTTOM LINE BENEFITS.

How can LeagueMaster work for you? First, by charging each player a nominal fee for recordkeeping, you can underwrite the entire cost of your computer. Each week, your league secretaries will have all the information they need, for a fraction of the cost of an outside service, and in a fraction of the time.

#### BOWLING CENTER MONTHLY PROFIT POTENTIAL

Charge in \$	Bowlers/ Week				
	1,500	2,000	2,500	3,000	3,500
.20	36	339	642	946	1,249
.25	361	772	1,184	1,596	2,007
.30	686	1,206	1,726	2,246	2,766
.35	1,011	1,639	2,267	2,896	3,524

Charge in \$	4,000	4,500	5,000	5,500	6,000
.20	1,552	1,856	2,159	2,462	2,766
.25	2,419	2,831	3,242	3,654	4,066
.30	3,286	3,806	4,326	4,845	5,365
.35	4,152	4,780	5,409	6,037	6,665

All necessary costs for operation, maintenance and leasing have been deducted, leaving you with pure profits.

But the real financial rewards of LeagueMaster begin when you use the special capacities designed for bowling center owners. Because of its unique technology, this computer can provide the information you need to make your center run more productively. LeagueMaster can help you create new leagues, special events and promotions—all from information it has already stored. And it can help you protect expenses and revenues, so you can look at your potential profit before you decide to make expensive changes. Take a look at the monthly profit chart and you'll see just why you can't afford to run your center without LeagueMaster.

## THE LATEST TECHNOLOGY MAKES IT EASY.

Applied Data Communications has manufactured the latest equipment, programmed it to meet your needs, and created a system that puts you, the bowling proprietor, in complete control.



Unlike other computer systems, LeagueMaster keeps all league records on a single disk. Instead of a stack of small floppy disks that need to be changed for each league, LeagueMaster keeps all its information in one place.

With this advanced system, you can mix and match information from all your leagues. You can start a new league to fill an empty slot on Tuesday afternoons. Schedule a special event for all bowlers with averages above 180. Find substitutes immediately. Even calcu-



late possible revenues and overhead expenses when you start a new league. The list of possibilities is as large as your imagination—and it's all yours with LeagueMaster.

**IT'S SIMPLE TO USE.**

LeagueMaster keeps records exactly the way they've always been kept—only faster and more accurately. You use the same forms and procedures and get even better results.

A representative from our company will explain, in detail, just how LeagueMaster is used. But it's really quite simple. It takes only a few hours of training to learn to operate LeagueMaster.

The system takes you through each procedure, step-by-step, and even helps to keep you from making errors.

Take, for example, the League Information Sheet. It appears just as you see it here, on the screen, while you are putting in the information. As you finish each answer, the system automatically moves to the next question. This information is then entered directly into the computer where it is saved for future use.

There is also a similar form which asks for specific information on each bowler. It, too, is simple to fill out.

Another important and commonly used form is the League Standing Sheet. This form provides all the necessary statistics for every team in the league. Automatically. And accurately every time.

Your scoresheet, as shown here, is pre-printed with each team member's statistics. Up-to-date and accurate. All that needs to be done is for the team captain to fill in the scores after each game. What could be easier or more convenient?

Information is put into the computer by using the terminal keyboard, just like you would use a typewriter. When each week's scores are entered,

LEAGUE INFORMATION SHEET

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LEAGUE NAME: ALLEY GATERS SANCTION NUMBER: 38-345-079

LEAGUE PRESIDENT: ALLEN DAVIDSON PHONE: (714) 731-9000

LEAGUE SECRETARY: SUSAN BRADSHAW PHONE: (714) 547-6954

STARTING DATE (MM/DD/YY): 9/14/79 TIME OF DAY (HH:MM AM/PM): 9:10 PM

DAY OF WEEK: THR STARTING LANE NUMBER: 23 NUMBER OF SPLITS: 2

ZERO GAMES AT SPLIT ? (Y/N): Y ZERO PINS AT SPLIT ? (Y/N): N

NUMBER OF WEEKS REQUIRED FOR AWARD ELIGIBILITY: 24

NUMBER OF WEEKS IN SEASON: 36 NUMBER OF GAMES PER SESSION: 3

NUMBER OF TEAMS IN LEAGUE: 12 NUMBER OF BOWLERS PER TEAM: 4

TEAM STANDINGS CALCULATED BY WIN/LOSS PERCENTAGE OR POINTS WON (%/P): P

NUMBER OF GAMES DURING PREVIOUS SEASONS AVERAGE: 3

VACANCY USED IF VACANCY EXISTS: 120

ESS: 10 PINS OR AVERAGE TIMES (%):

WIN GAME: 1 WIN TOTAL PINS: 1

WIN GAME: 1 WIN TOTAL PINS: 1

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LEAGUE MASTER											
LEAGUE STANDING SHEET											
BOWL: DEMO LANES LEAGUE: ALLEY GATERS SECRETARY: NANCY MAINS SECY. PHONE: (714) 547-6954											
TEAM STANDINGS											
POS	TEAM	TEAM NAME	WON	LOST	T.P.	GMS	%W	Avg	HCP	H.T.G.	
1	11	BROWNIES BOARDS	27	13	27653	30	90	921	151	1012	
2	2	HERTZ	24	16	27254	30	80	908	155	1051	
3	5	RED STEER	23	17	27523	30	77	917	148	1052	
4	9	YELLOW CAB	22.5	18	27721	30	75	924	132	1037	
5	7	BAIRS	22	19	27073	30	73	902	164	971	
6	6	HOLDER MACHINE	21	19	26911	30	70	897	208	1074	
7	12	MED SQUAD	20.5	19.5	27477	30	68	915	148	1019	
8	1	Frito Lay	19	21	27014	30	63	900	168	995	
9	10	HANNY TRUCKING	18	22	27393	30	60	913	156	1024	
10	4	ELLIOTTS	16	24	27083	30	53	902	197	981	
11	3	DECKERS	16	24	27033	30	53	901	198	989	
12	8	MON ROC	11	29	26973	30	37	899	208	1001	
HIGH SCORES SEASON											
TEAM											
MEN											
HIGH GAME SCRATCH	(1)	905	YELLOW CAB		244	JOE SANDOVAL					234
	(2)	904	RED STEER		238	JOHN GARDNER					221
	(3)	896	HERTZ		223	BILL WILLIAMS					218
HIGH GAME HANDICAP	(1)	1052	RED STEER		265	HERSHAL HARDY					254
	(2)	1051	HERTZ		263	JOHN GARDNER					246
	(3)	1037	YELLOW CAB		255	JOE SANDOVAL					231
	(1)	2467	HOLDER MACHINE		606	JOHN GARDNER					248
					588	CHUCK MORRISSEY					234
					584	BILL OTT					221
						JOHN GARDNER					218

BOWLING CENTER COPY								WEEK NO 20	LEAGUE NUMBER	123	LEAGUE NAME	IDAHO SPUDS									
BOWLING BOWL-ERD CENTER								DATE 11/18/79		JANE 23	TEAM 3	TEAM NAME HALF FAST FOUR									
TEAM 1	TEAM NAME WERE NUMBER 1	BOWLER ID	SEX	BOWLER'S NAME		AVG	GAME 1	GAME 2	GAME 3	GAME 4	TOTAL	HOPC	BOWLER ID	BOWLER'S NAME							
1	SQS F	SMITH, SUZY Q				150						40	1	HXO M	ODELL, HERMA						
2	JAS M	SMITH, JOHN A				150						40	2	JLO F	ODELL, JANET						
3	MJJ F	JONES, MARY J				130						56	3	KAR F	RILEY, KATHY						
4	TAN M	JONES, THOMAS A				180						16	4	KUR M	RILEY, KEN						
5													5								
								WON	LOST	SCRATCH TOTAL								WON	LO		
										HANDICAP											
										HANDICAP TOTAL											
OPPOSING TEAM CAPTAIN								(SIGNED)										ENTER TOTAL HOPC FOR EACH GAME			
																				OPPOSING TEAM CAPTAIN	
																				SCOREKEEPER: DO NOT WRITE PUT ENTERING AVERAGE ON 'EST' IF IT 'S' AND REPLACEMENTS WITH AN 'R' UP CHANGE ENTER POSITION NO. DE	

**SCOREKEEPER. DO NOT WRITE**  
**PUT ENTERING AVERAGE OR 'EST' IF P**  
**'S' AND REPLACEMENTS WITH AN 'R'**  
**UP CHANGE ENTER POSITION NO. DEP**

LeagueMaster will print copies of all the information your league secretaries will need—with extra copies to team captains if you want. You can provide averages, standings, handicaps, statistics for individual bowlers, high games, high series or any other information. Even lane assignments are designated in the printout.

You can also provide incentive information, like honor roll bowlers, "700 Club" members, or any other category you or your leagues would like to create.

And these permanent records are yours as long as you have your computer. So you can mail invitations to this year's bowlers when you start next year's leagues. LeagueMaster will even print mailing labels from the names and addresses in the memory. For the first time, league bowling will be yours to control.

## FAST, ACCURATE RECORDS EVERY TIME.

In just a few minutes, LeagueMaster can do a week's record keeping. There are no delays,

no arithmetic errors. Once you enter the information in your LeagueMaster, you can be sure that the results will be accurate and complete.

		WEEK NO. 20		LEAGUE NUMBER 123	
		DATE 11/18/79		LANE 24	
AVG	GAME 1	GAME 2	GAME 3	GAME 4	TOTAL
160					32
120					64
180					16
150					40
SCRATCH TOTAL					
HANDICAP					
HANDICAP TOTAL					
(SIGNED) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
ENTER TOTAL HOOP FOR EACH GAME					
SHADeD AREAS - COMPUTER USE ONLY FOR AN AVERAGE IN THE AVG COLUMN, DESIGNATE ALL SUBS WITH AN H COLUMN. ENTER BOWLER ID IN THE SUBST/REPL NO. COLUMN, FOLLOWED BY BOWLER'S NAME					



## YOU CAN START RIGHT AWAY.

Applied Data Communications or one of our authorized representatives will completely install your system and train your operators so you can start using your LeagueMaster as soon as you receive it. The system includes the computer, a terminal with a keyboard and a screen for doublechecking entries or correcting errors, and a printer. LeagueMaster is so compact, it will fit anywhere you could put a desk.

## OUR WARRANTY.

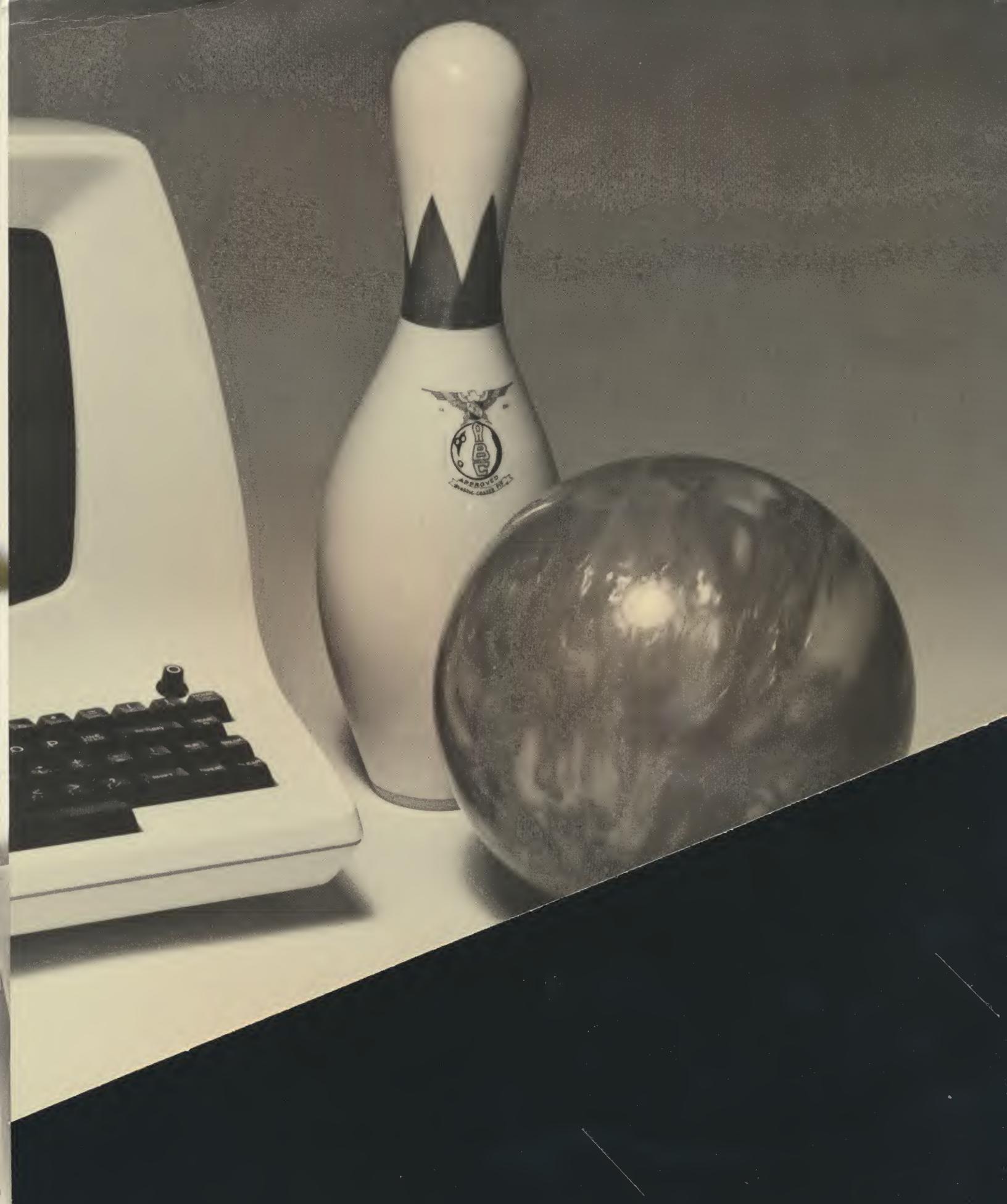
The LeagueMaster comes with a limited warranty covering all parts and labor for 90 days after installation. Field maintenance service is available on either a per-call or a contract basis.

## DEPENDABLE.

LeagueMaster was designed for you by a team of experts—bowlers, proprietors and computer professionals. Their research and knowledge ensures that LeagueMaster has the features you need and the performance you'd expect. That means that when you own a LeagueMaster, you own the best. Look to the leader, LeagueMaster, by Applied Data Communications.

## LET US INTRODUCE YOU TO YOUR TEAM'S MOST VALUABLE PLAYER.





**With LeagueMaster on your team, you'll find  
that bowling is a better business than ever.**

**LeagueMaster**<sup>TM</sup> was designed especially for bowling operations by Applied Data Communications, developer of some of the finest computers in the industry for nearly a decade. In fact, even other computer companies depend on ADC as a supplier. And that translates into service you can trust, every time.

**ADC** APPLIED DATA  
COMMUNICATIONS

*It's as simple as ADC*

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